FIG. 1A

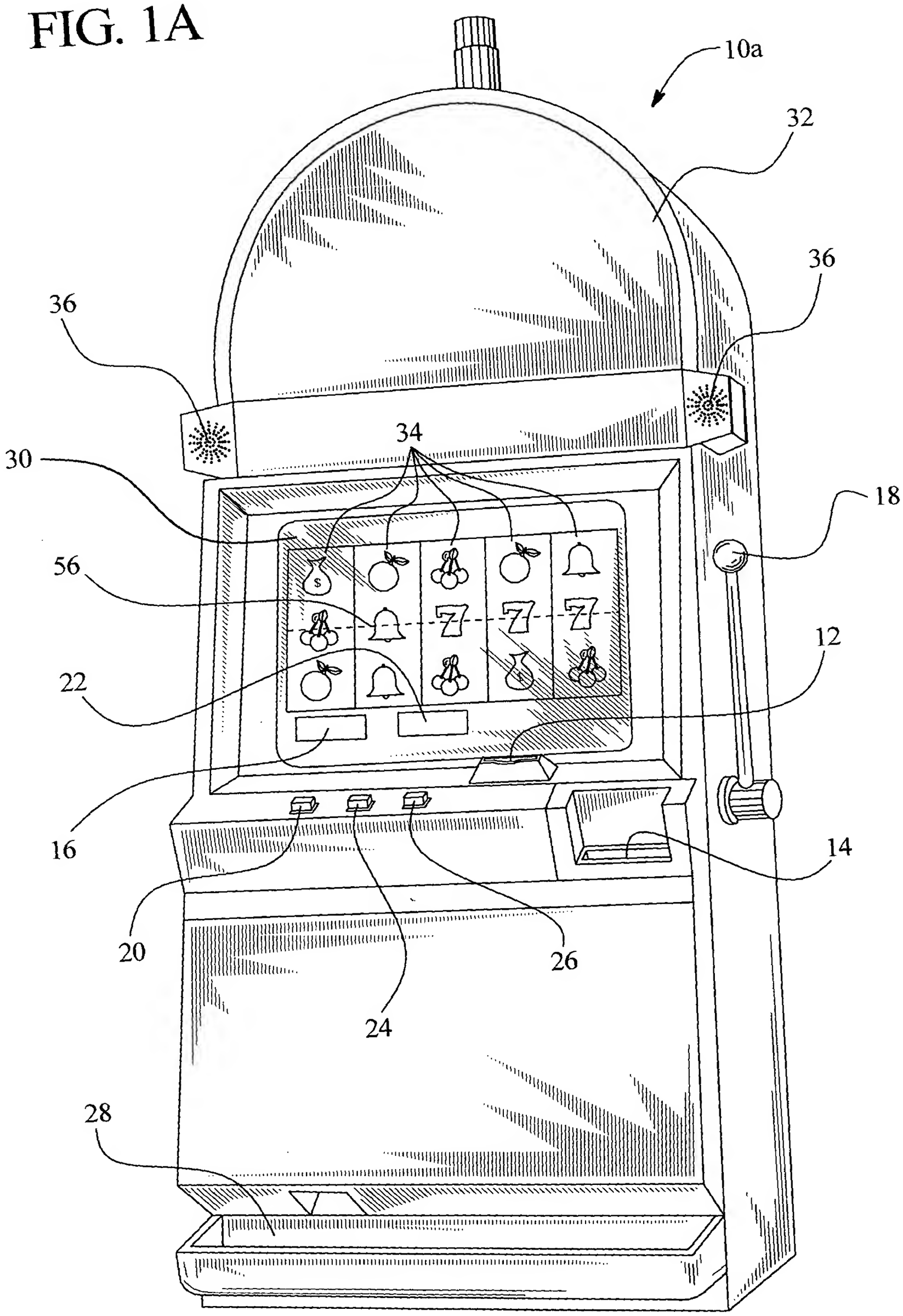


FIG. 1B

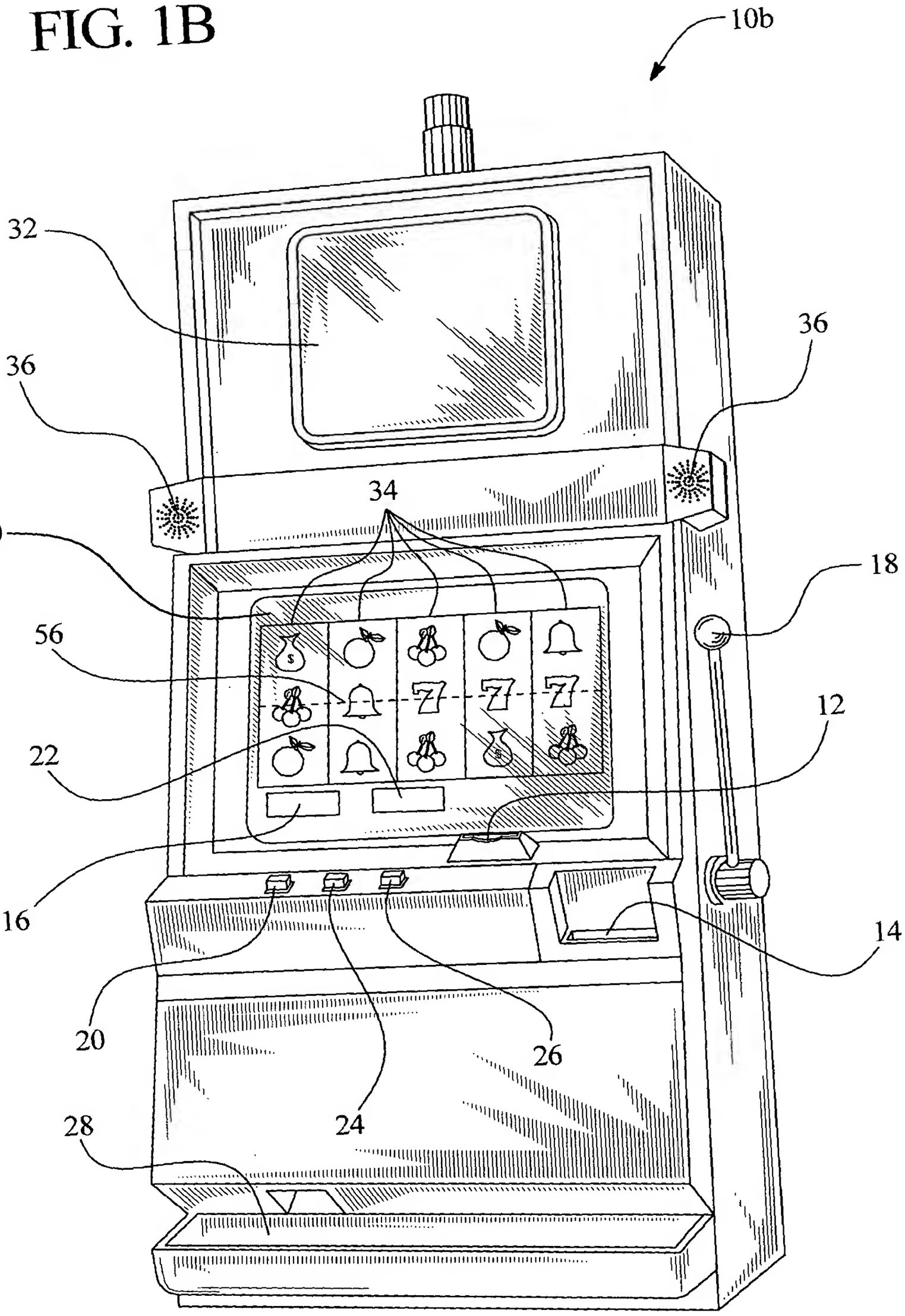


FIG. 2

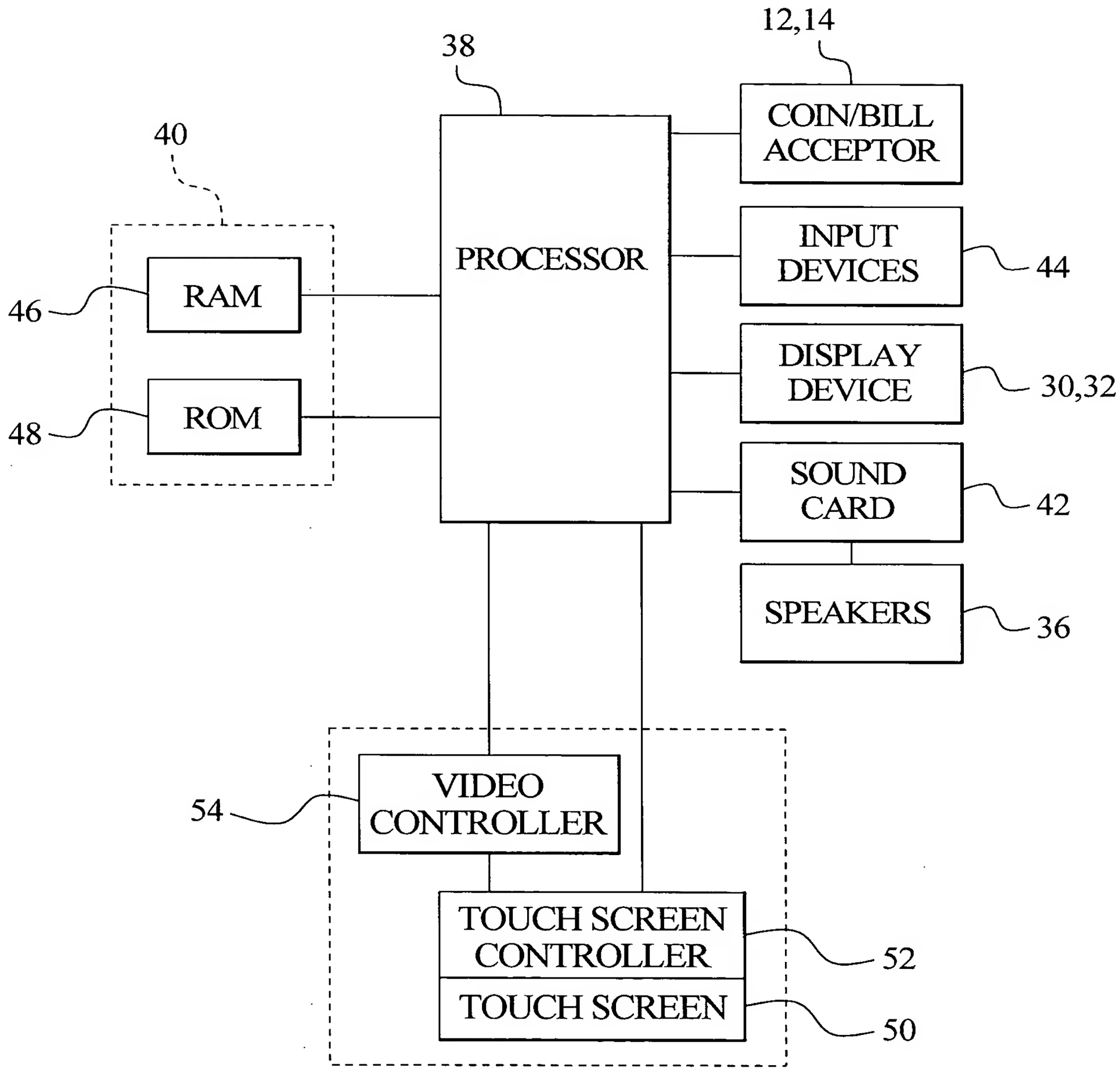

12,14
38
40
COIN/BILL ACCEPTOR
PROCESSOR
INPUT DEVICES
44
RAM
46
ROM
48
DISPLAY DEVICE
30,32
SOUND CARD
42
SPEAKERS
36
VIDEO CONTROLLER
54
TOUCH SCREEN CONTROLLER
52
TOUCH SCREEN
50

FIG. 3

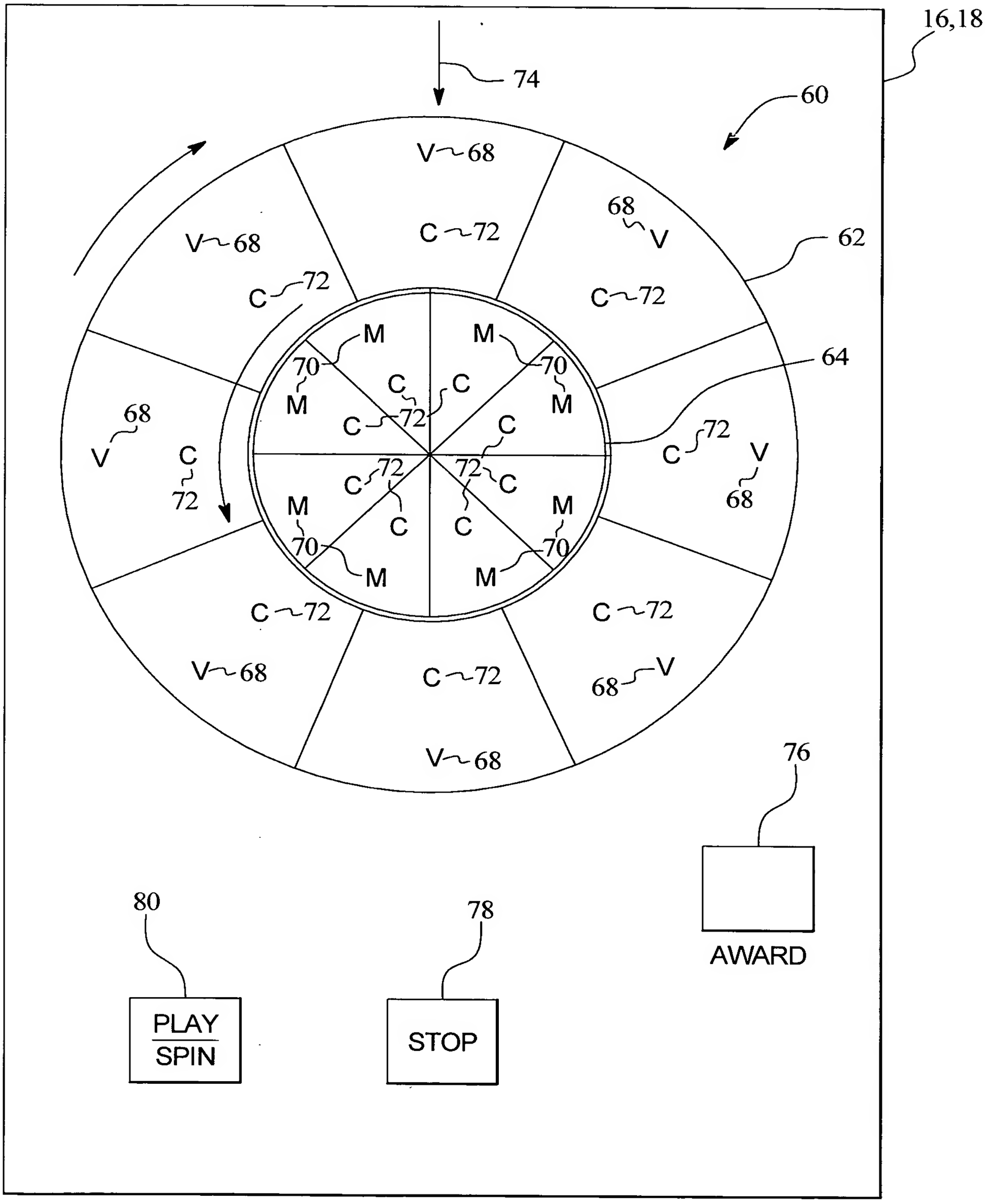

16,18
74
60
V 68
68 V
62
V 68
C 72
C 72
M
70
C
72
64
68 V
C 72
V 68
C 72
V 68
C 72
V 68
C 72
68 V
V 68
76
AWARD
80
PLAY
SPIN
78
STOP

FIG. 4

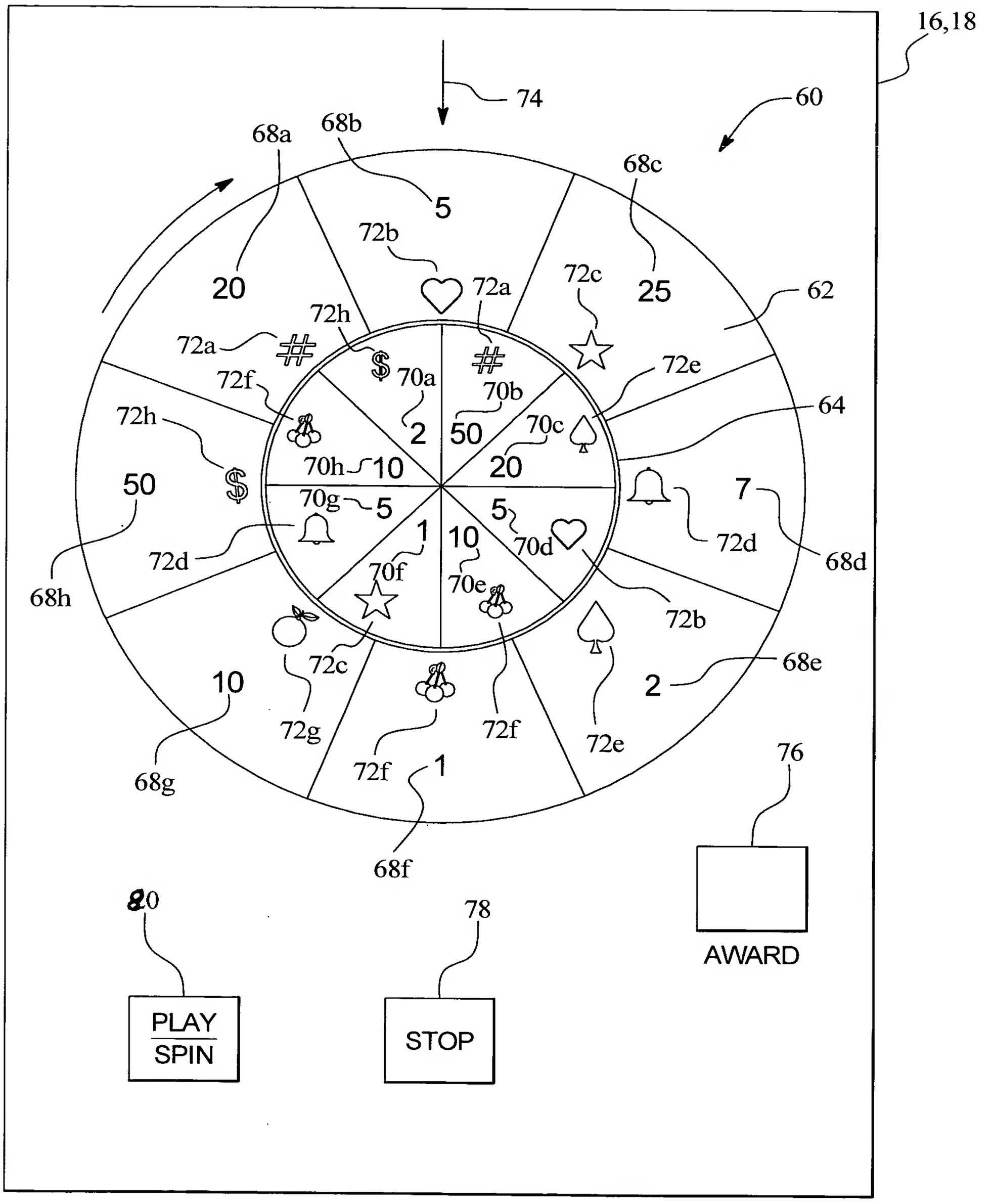

16,18
74
60
68a
68b
68c
5
72b
20
25
72a
72c
62
72h
72a
72e
72f
70a
70b
64
2
50
70c
72h
70h
10
20
50
70g
5
7
72d
5
1
10
70d
72d
68d
70f
70e
68h
72b
72c
68e
10
2
72g
72f
72f
72e
68g
1
76
68f
80
78
AWARD
PLAY
SPIN
STOP

FIG. 5

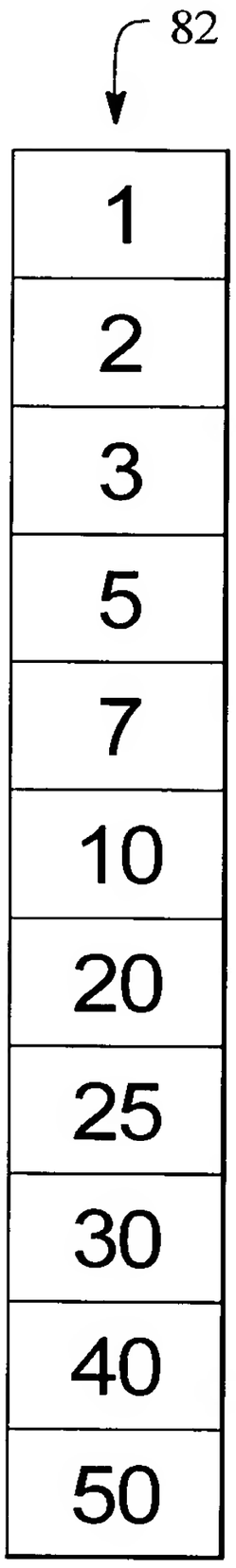


FIG. 6

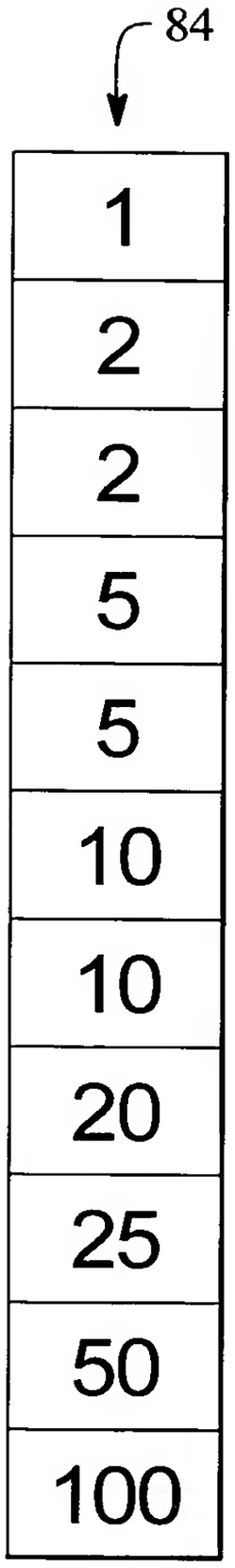


FIG. 7

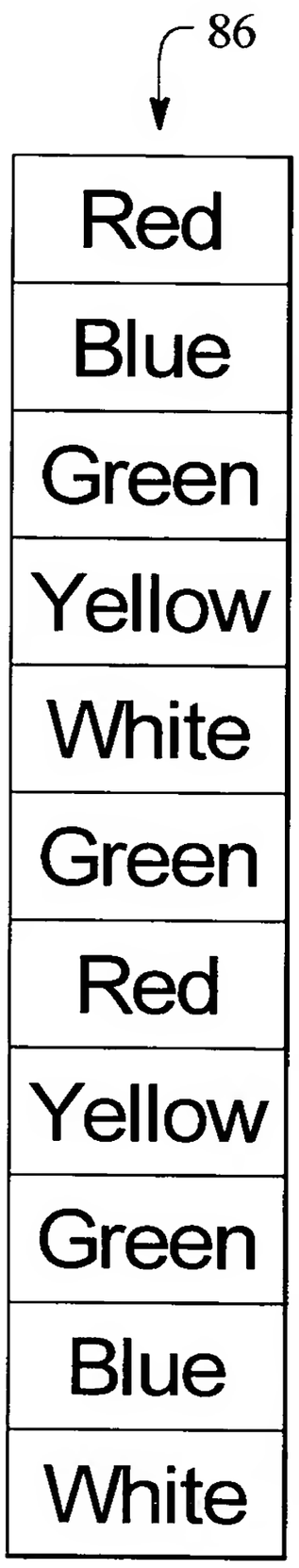


FIG. 8

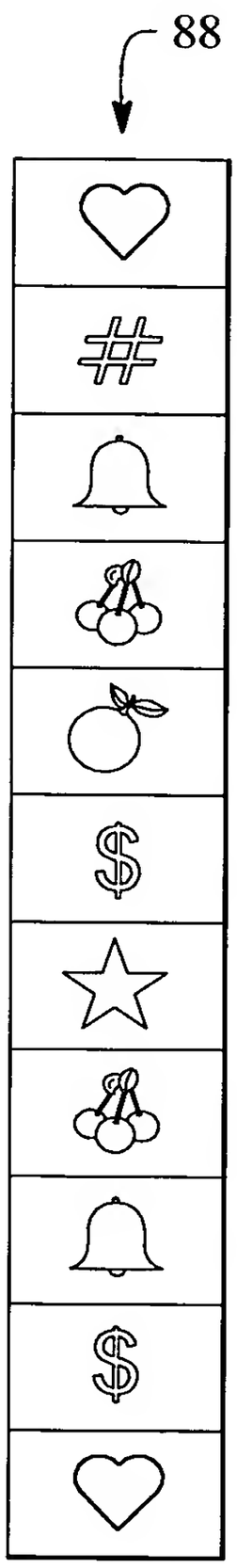


FIG. 9

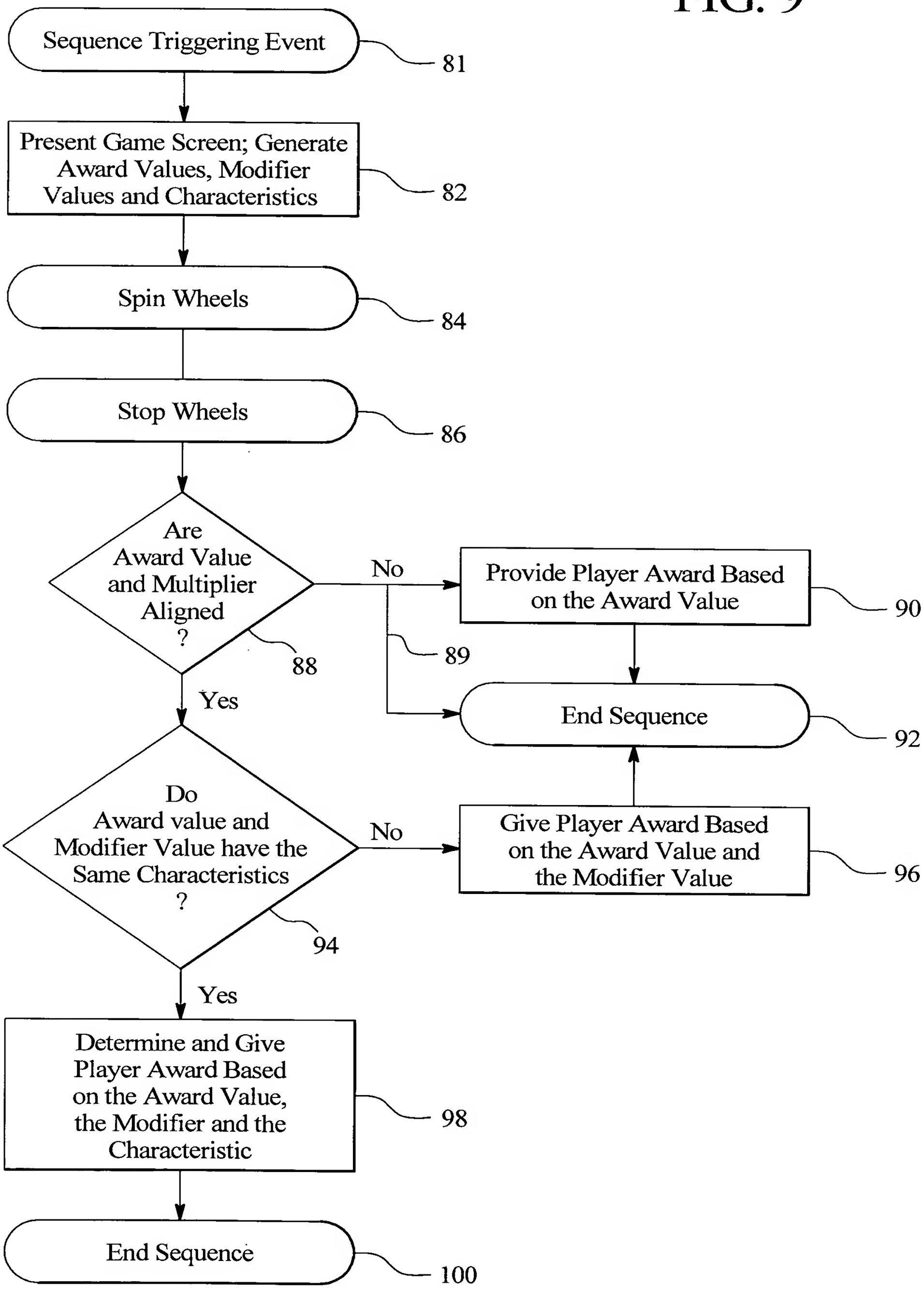

Sequence Triggering Event
81
Present Game Screen; Generate Award Values, Modifier Values and Characteristics
82
Spin Wheels
84
Stop Wheels
86
Are Award Value and Multiplier Aligned ?
88
No
89
Provide Player Award Based on the Award Value
90
Yes
End Sequence
92
Do Award value and Modifier Value have the Same Characteristics ?
94
No
Give Player Award Based on the Award Value and the Modifier Value
96
Yes
Determine and Give Player Award Based on the Award Value, the Modifier and the Characteristic
98
End Sequence
100

FIG. 10

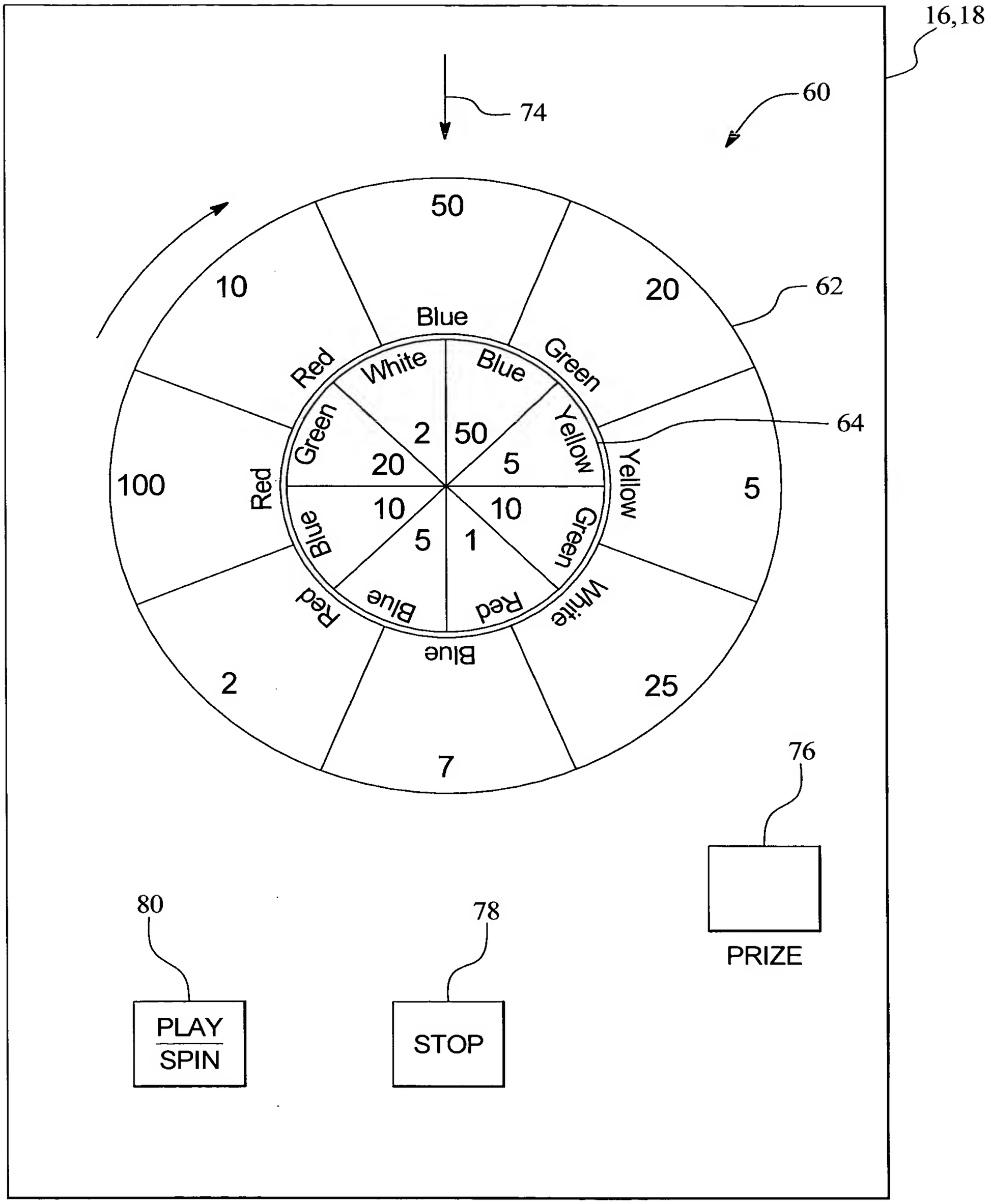

16,18
74
60
50
10
20
62
Blue
Red
White
Blue
Green
Green
2
50
Yellow
64
Red
20
5
Yellow
100
5
Green
10
10
Blue
5
1
Red
Blue
Blue
Red
White
2
25
7
76
80
78
PLAY
SPIN
STOP
PRIZE

FIG. 11

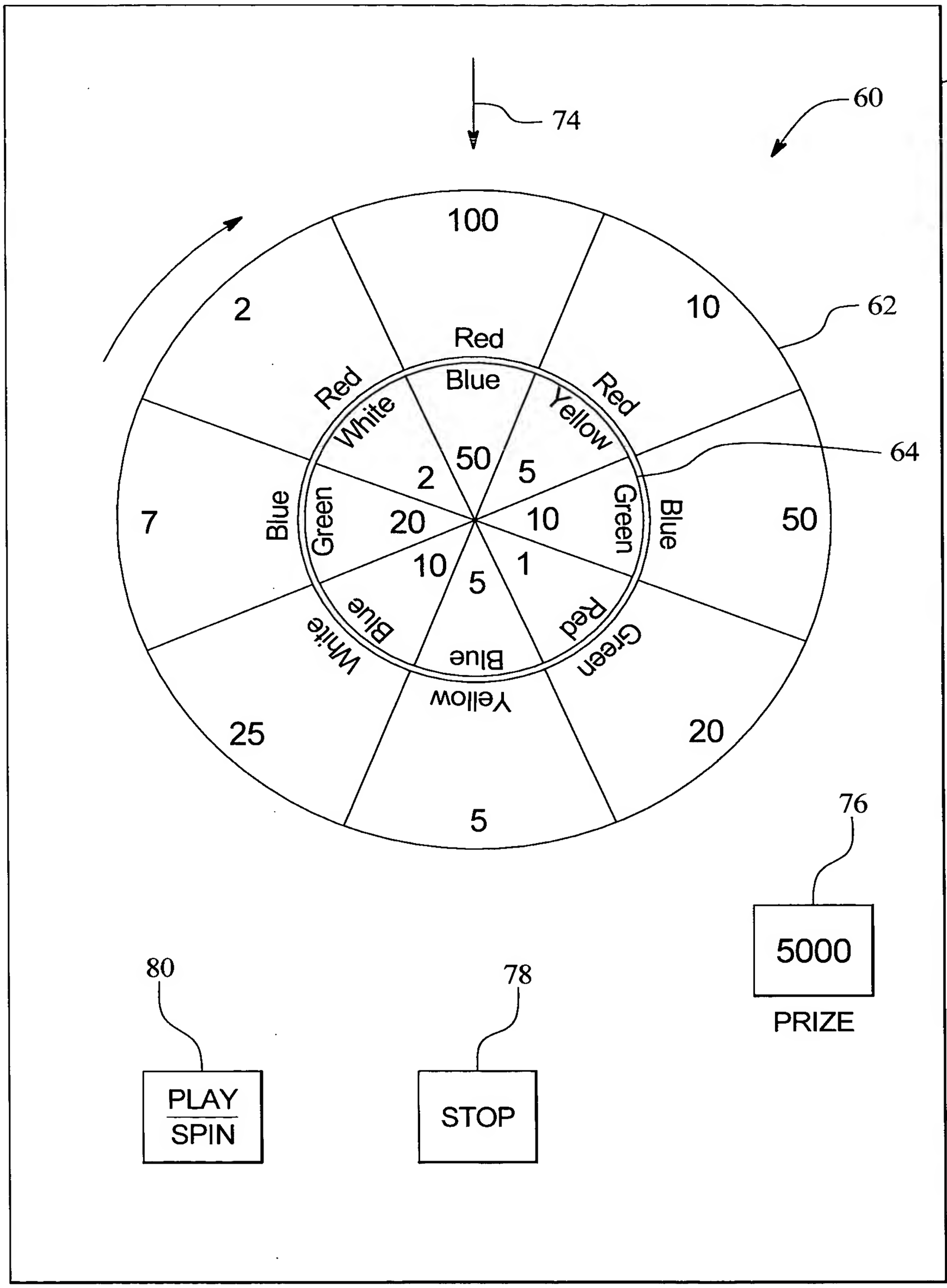

16,18
74
60
100
2
10
62
Red
Blue
Red
Red
White
Yellow
64
50
2
5
Blue
Green
20
10
Green
Blue
7
50
10
1
5
Blue
White
Blue
Green
Red
Yellow
25
20
5
76
5000
PRIZE
80
PLAY
SPIN
78
STOP

FIG. 12

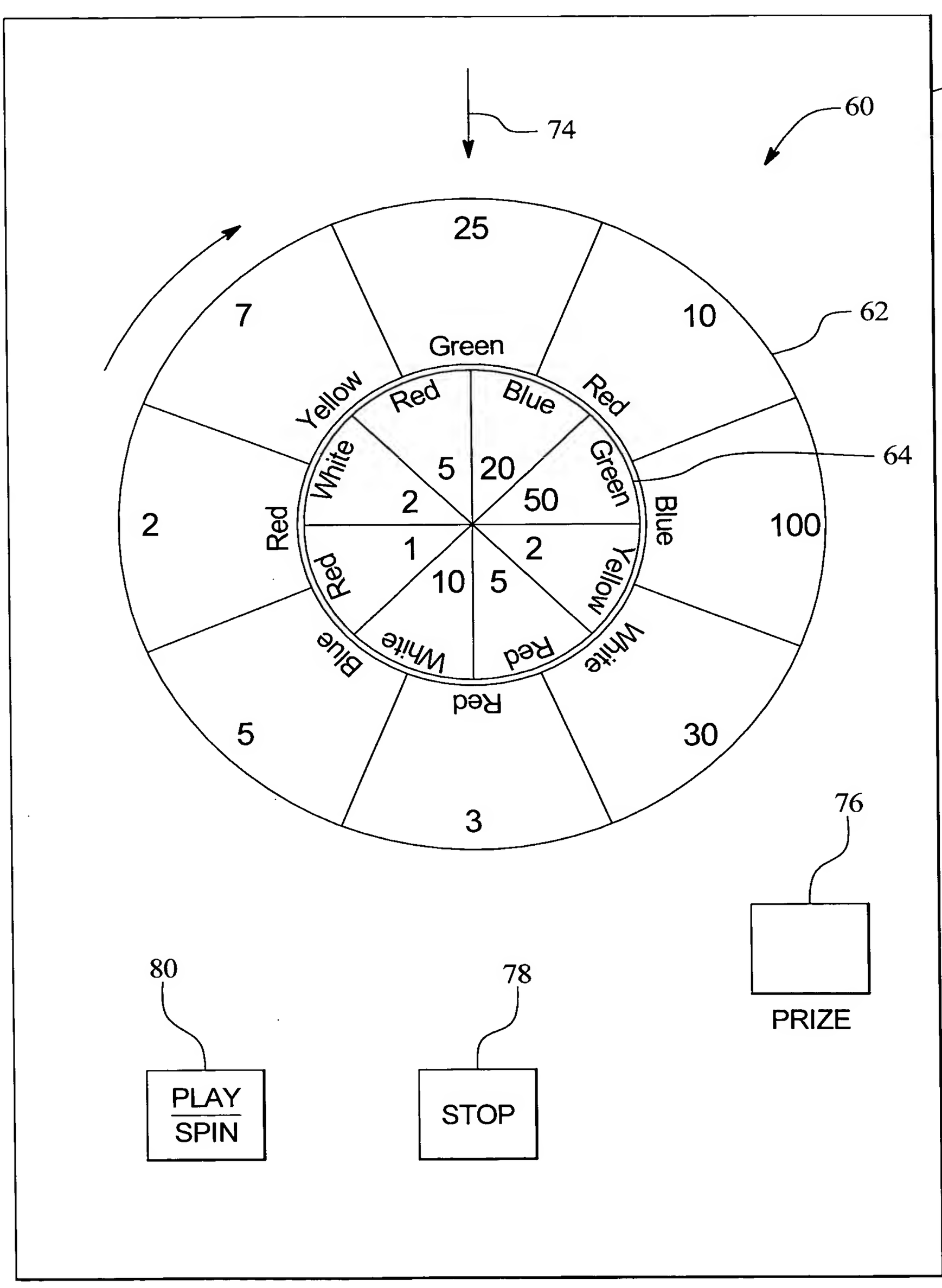

16,18
74
60
25
7
10
62
Green
Yellow
Red
Blue
Red
Green
White
Red
Blue
Yellow
Red
White
Blue
Red
64
5
20
2
50
1
2
10
5
2
100
30
3
5
2
76
80
78
PLAY
SPIN
STOP
PRIZE

FIG. 13

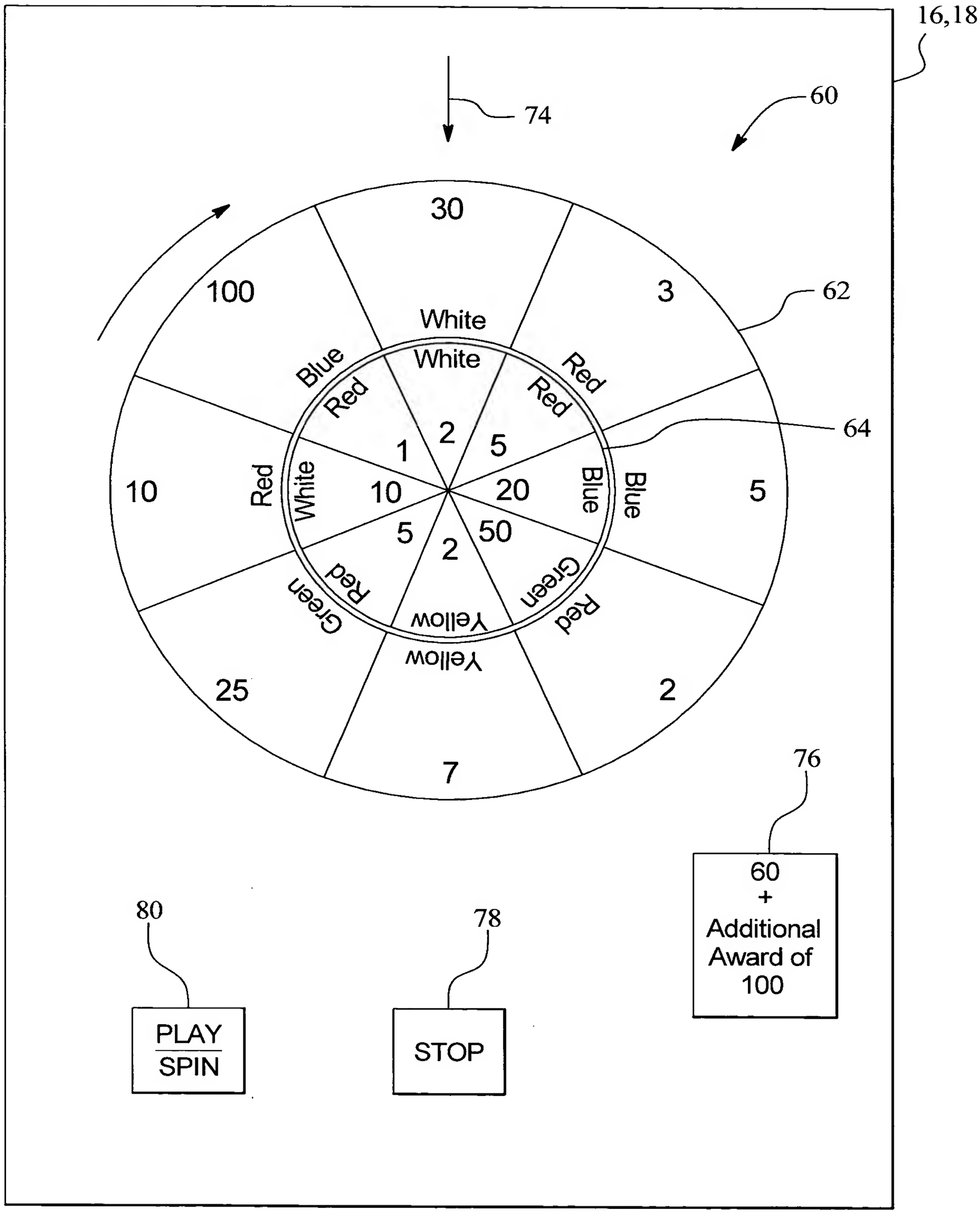
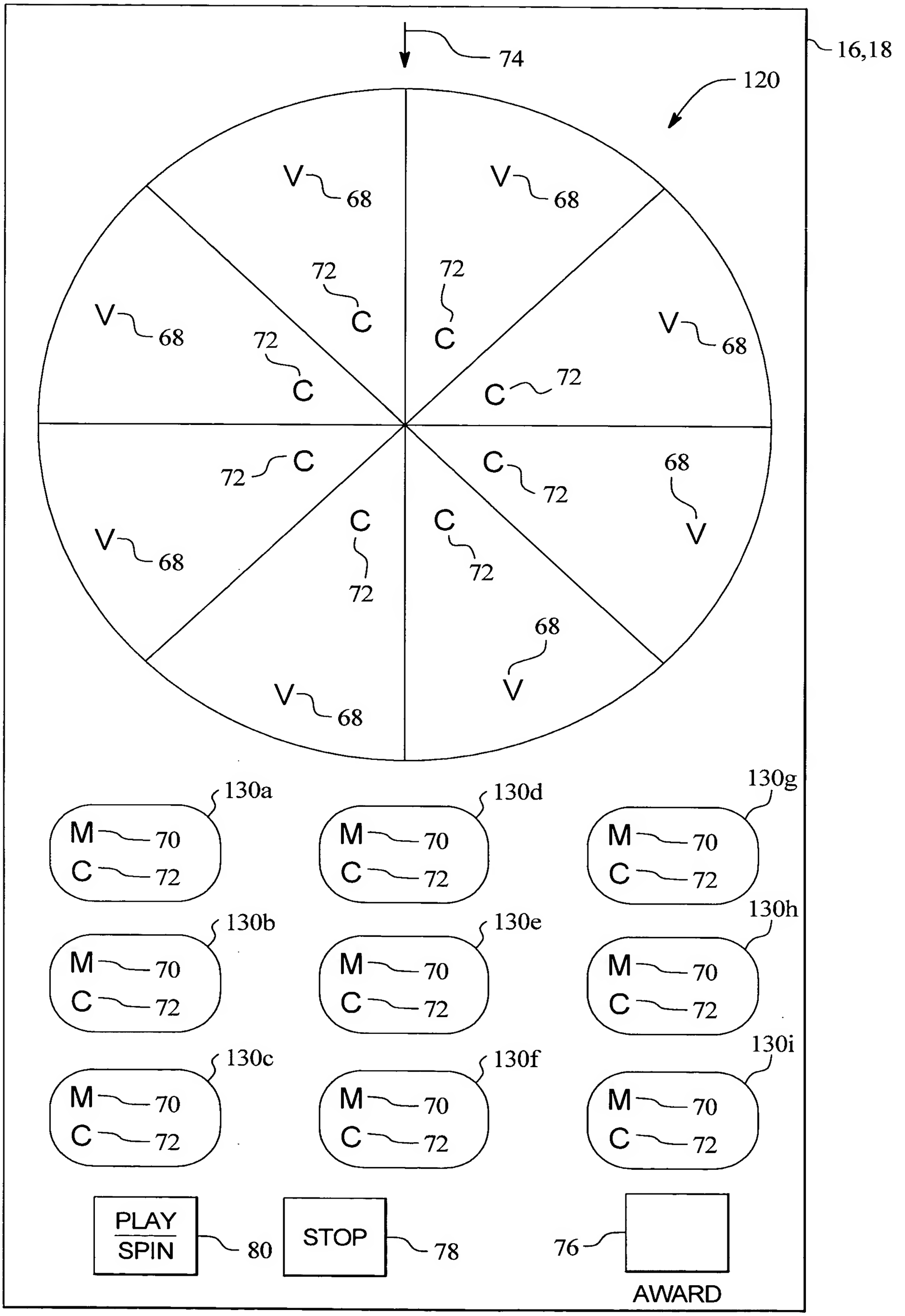

16,18
74
60
30
100
3
62
White
White
Blue
Red
Red
Red
1
2
5
64
10
Red
White
10
20
Blue
Blue
5
5
2
50
Green
Red
Green
Red
Yellow
Yellow
25
7
2
76
60
+
Additional
Award of
100
80
PLAY
SPIN
78
STOP

FIG. 14


16,18
74
120
V 68
72 C
C 72
68 V
130a
M 70
C 72
130d
130g
130b
130e
130h
130c
130f
130i
PLAY / SPIN
80
STOP
78
76
AWARD